Kramer Electronics, Ltd.

Online Guide

Kramer Control Software

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1 Introduction

Kramer Control Software is an optional software package for operating Kramer products[1] - an alternative to using touch screen systems or other serial controllers.

Kramer Control Software is available on:

- CD-ROM
- The Kramer Web site: http://www.kramerelectronics.com

This online guide describes how to install and operate your *Kramer Control Software*. We recommend that you review its contents before proceeding.

2 Overview

Kramer Control Software consists of:

- *K-Router* that controls many Kramer switchers
- Additional control software for various standalone units

Control software for standalone units is typically a single window that controls the device with simple, intuitive buttons.

3 Installing the Kramer Control Software

To install the Kramer Control Software:

1. Double click the *Setup.exe* file.
   The *Welcome* window appears:

1 In addition to using the front panel buttons on individual machines

Figure 1: Welcome Window

2. Click *Next*.
   The *Choose Destination Location* window appears:

Figure 2: Choose Destination Location Window

3. Click *Browse* to select the destination folder.
4. When finished, click *Next*.
   The *Select Components* window appears:

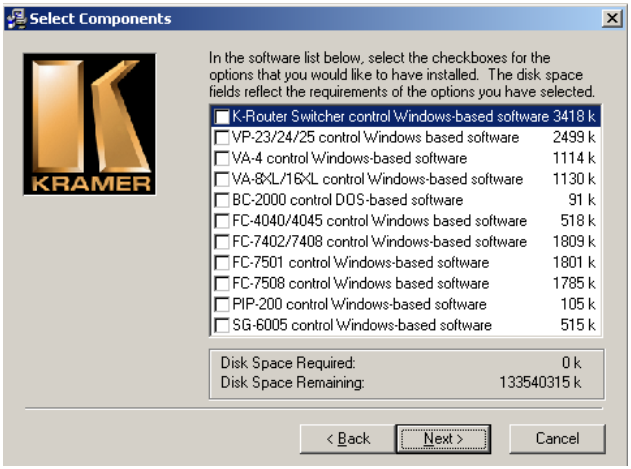


Figure 3: Select Components

5. Select the components[1] that you want to install and click *Next*.
   The *Start Installation* window appears:

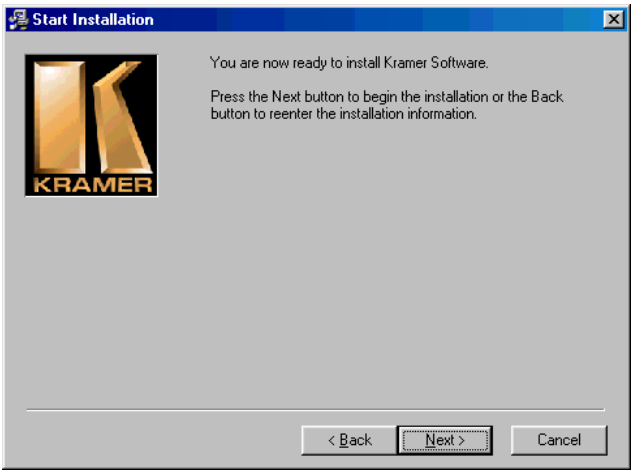


Figure 4: Start Installation Window

6. Click *Next*.
   This installs the application:

1 Select the FC-4045 component if you intend to control a FC-4045 unit. Select all five components if you intend to control machines that fall within all five categories. You can install additional components later, by repeating the installation setup

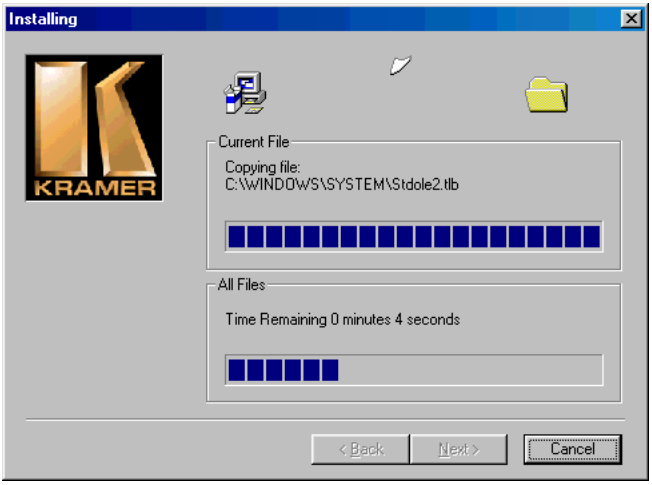


Figure 5: Installing Window

7. When the applications finish installing, the following window appears:

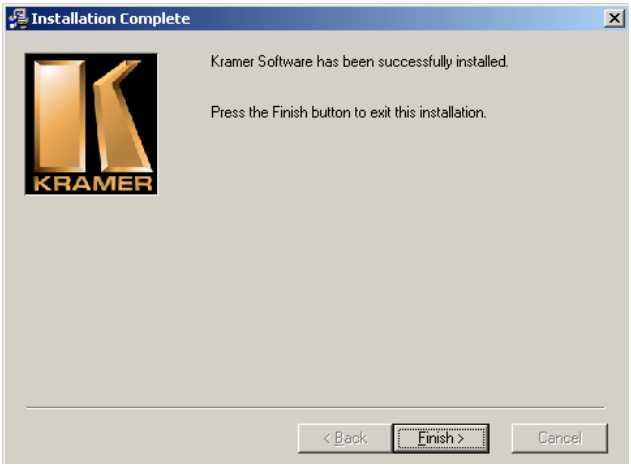


Figure 6: Installation Complete Window

8. Click *Finish*.
   An icon appears on the desktop for each installed component and a shortcut appears in the *Start Menu Programs* folder[1].

1 In the Kramer sub-folder

4 Connecting the PC

Refer to the user manual of the specific device for instructions on how to connect the device to a PC.

5 Opening the Kramer Control Software

To run the appropriate component *Kramer Control Software*:

- Double-click the appropriate desktop icon[1].
  The *Kramer Splash* screen appears as follows:

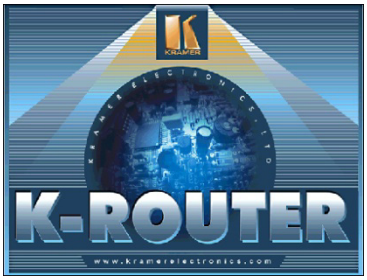


Figure 7: Kramer Splash Screen

- After a few seconds, the Port window replaces the *Splash* screen automatically (when using the software for the first time):

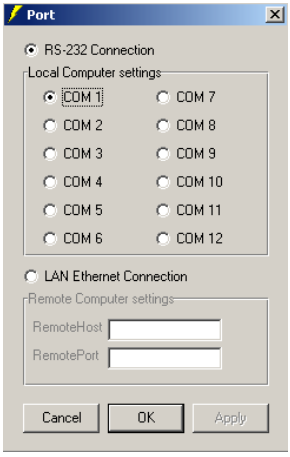


Figure 8: Port Window

1 Or click the appropriate shortcut in the Start menu's Programs folder

- Choose either the RS-232 connection mode (as section 5.1 describes) or the LAN Ethernet connection mode (as section 5.2 describes) of the K-Router application.

5.1 RS-232 Connection Mode

This mode relates to a standalone RS-232 connection or a multiple PC network connection.

5.1.1 Standalone RS-232 Connection

Choose the RS-232 connection mode when your PC is a standalone PC that connects to Kramer switcher(s) via the RS-232 serial port. Working in this mode lets you control the switchers that connect to your PC via the RS-232 serial port, as Figure 9 illustrates:

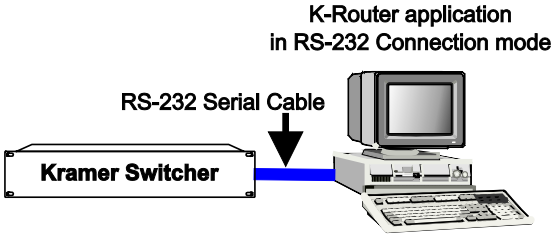


Figure 9: Standalone RS-232 Connection

To set the (Standalone) RS-232 connection mode:

- Select the active serial port (COM 1 - COM 4) and click OK.

5.1.2 Multiple PC Network Connection

When the *RS-232 Connecting Local PC* (that connects to Kramer switcher(s) via the RS-232 serial port) connects to other PCs as part of the LAN, as Figure 10 illustrates, choose the RS-232 Connection mode.

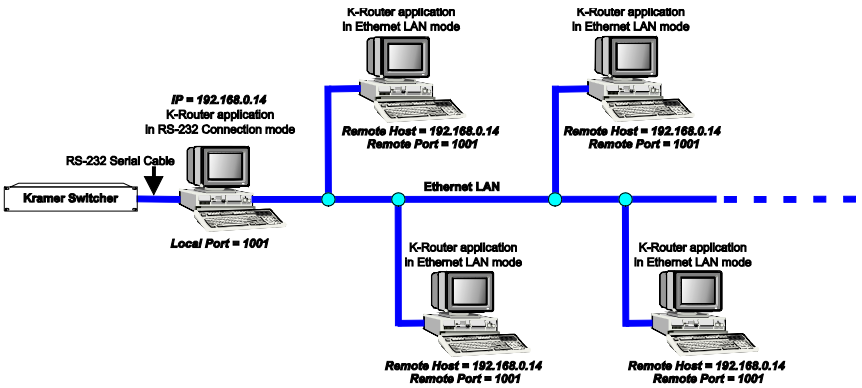


Figure 10: Network Connection

To set the (Network) RS-232 connection mode on the *RS-232 Connecting PC*:

1. On the *RS-232 Connecting PC*, select the active serial port (COM 1 - COM 4).
2. Enter a Local Port number and click OK.
   The appropriate component window opens.

5.2 LAN Ethernet Connection Mode

Choose the LAN Ethernet Connection mode when your PC connects to an LAN Ethernet system and you want to access and control Kramer switcher(s) that connect to the *RS-232 Connecting Remote PC*, as Figure 10 illustrates.

Note: Before setting the LAN Ethernet Connection mode, run the K-Router application on the *RS-232 Connecting Remote PC* and choose the RS-232 connection, as section 5.1.2 describes.

To set the LAN Ethernet Connection Mode, do the following:

- In the RemoteHost field box, enter the IP Address or the name of the *RS-232 Connecting Remote PC*
- In the RemotePort field box, enter the remote port number. It must be identical to the Local Port number setting of the K-Router application on the *RS-232 Connecting Remote PC*, as Figure 11 illustrates.
- Click Apply and OK
  The appropriate component window opens.

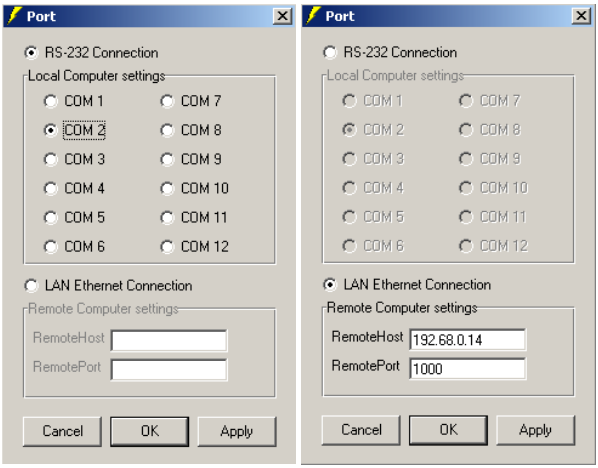


Figure 11: Port Settings for RS-232 and LAN Ethernet Connections

5.2.1 Recalling Setup in the Network System - WARNING!

When using an LAN Ethernet network system, 2 or more users should not recall a setup at the same time.

6 Operating the K-Router Software Component

To operate the K-Router *Kramer Control Software* component:

1. Connect the switcher to the serial port of your PC, as section 4 describes and turn on the switcher's power.
2. Select a switcher that you want to control from the list[1] and click OK.

Figure 12: K-Router Select Window

1 The application automatically detects which switchers are available and lists them

3. The *K-Router Interface* window appears[1]:

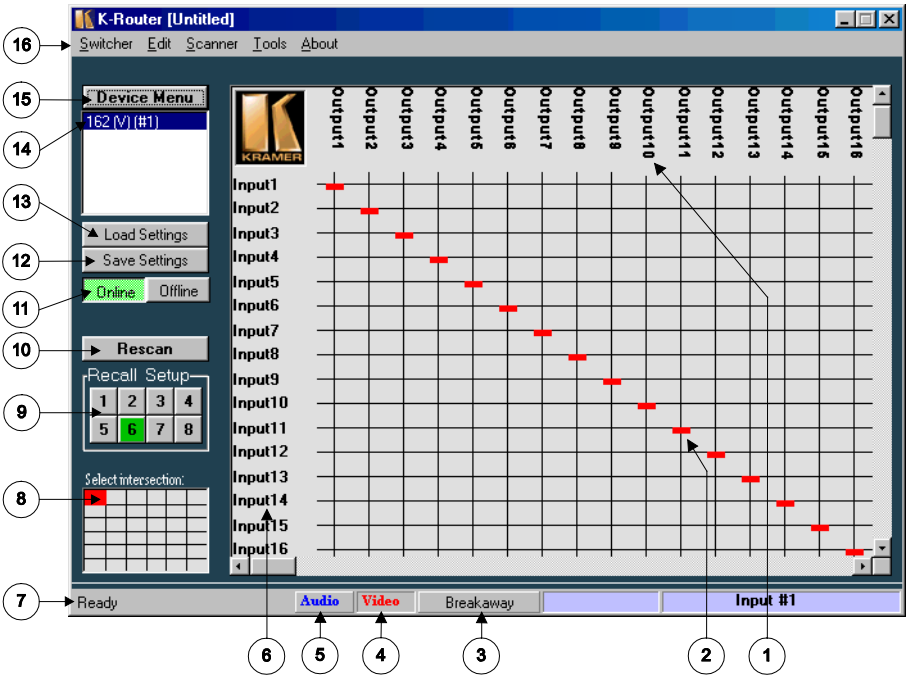


Figure 13: Labeled K-Router Interface Window

1 For certain Kramer machines, the K-Router Interface window has a different design, as section 13 illustrates

Table 1: K-Router Interface Window Features

#	Feature	Function
1	Output	Select the output to which the input is switched
2	Intersection	Identifies a cross point between an output to which the input is connected
3	Breakaway / Audio follow Video	Clicking the *Breakaway*[1] button displays a *Change mode* dialog box prompting you to revert to the *Audio follow Video*[2] mode (also accessible via the *Switcher* menu's *Audio follow Video* command)
4	Video	Affects video
5	Audio	Affects audio
6	Input	Select the input to switch to the output
7	Ready	Upon start-up, after the application detects all the devices, the word *Ready* appears on the Status Bar
8	Select Intersection	Displays details of a switcher cascade (when a cascade is possible) or a thumbnail view of the inputs and outputs of the current switcher (when applicable). Enables you to quickly move to a different part of switcher if it has more than 16 inputs and/or outputs
9	Recall Setup	Recalls and stores a setup[3] (also accessible via the *Switcher* menu's *Recall Stored Setup* command). Stores a setup in non-volatile memory (hardware-based)
10	Rescan / Stop Scanning	Scan the line from the beginning (perhaps after a communication problem), displaying all switchers on line in the Switcher List (also accessible via the *Tools* menu's *Rescan* command)
11	Online; Offline	When Online (in the AT ONCE mode) implements the switch immediately. When Offline (in the CONFIRM mode), press the blinking *TAKE* button to authorize the switch
12	Save Settings	Saves the current screen settings in PC memory (software-based) and incorporates a 24-hour timer option that displays a particular setting at a specific time
13	Load Settings	Load a setting from the list of saved settings (refer to item 5 below)
14	Switcher List	Lists up to 8 active machines
15	Device Menu	Displays the *K-Router Select Window* listing the machines (refer to Figure 12)
16	Menu Bar	Select commands (refer to section 6.1)

Note:

- The application retains the settings from the previous session when operating the K-Router Interface window
- An error message, *Communication Error (Offline)* appears if the COM or switcher is not properly selected
- When closing the application the active port number and switcher ID are automatically stored. When the program is run again, the port and switcher ID appear automatically
- After the application detects all the devices, the word *Ready* appears on the status bar

1 In this mode the video and audio channels switch independently

2 In this mode operations relate to both the video and the audio channels

3 Appears when applicable

6.1 Using the K-Router Switcher Component's Menu Bar

- The Menu bar contains five commands, Switcher, Edit, Scanner, Tools and Help. Table 2 describes the Switcher and the Edit commands.
- Table 3 describes the Scanner and the Tools commands.

Table 2: K-Router Switcher and Edit Menu Bar Commands

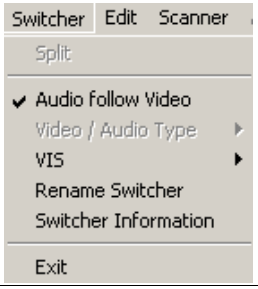
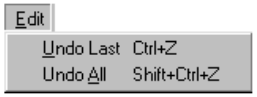
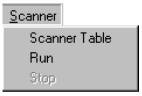
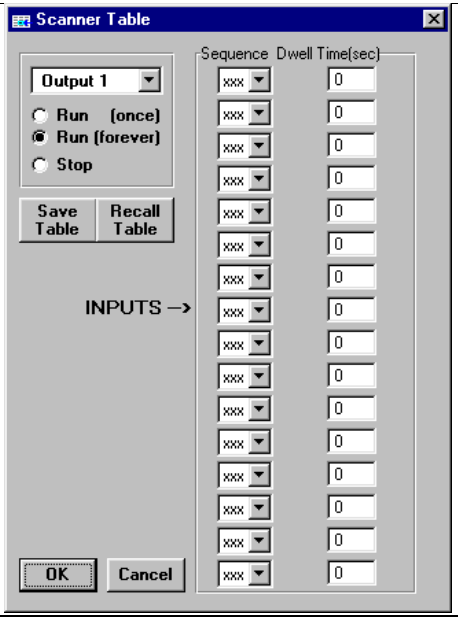
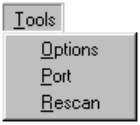
Switcher		*Split* divides the K-Router Interface Window displaying the switchers in 4 smaller separate windows
		Audio-follow-video: operations relate to both the video and the audio channels (whereas in Breakaway mode, video and audio channels switch independently)
		When the VIS setting is configured, monitor the current VIS and SYNC status in the status bar. Change the VIS setting via the *Switcher* menu's VIS command or right click the VIS panel in the status bar
		Rename Switcher: Give a new name for a switcher (also accessible via the right click menu)
		Switcher Information: Defines the switcher
Edit		*Undo Last* reverses a previously set crosspoint[1] *Undo All* reverses all the previous commands up until the point at which an action[2] was last performed

Table 3: K-Router Scanner and Tools Menu Bar Commands

1 Clicking a previously set crosspoint also removes it

2 Starting the application, selecting a switcher from the list of switchers, switching between offline and online modes (in either direction) or loading or saving settings

<table>
<tr><td rowspan="3">Scanner</td><td rowspan="3"> 
</td><td> 
</td><td>Scan an output via the Scanner menu's Scanner Table command by setting the Sequence number (the order in which the inputs are scanned) and Dwell Time (the number of seconds for which an input connects to the output)
Click the Save Table button to save a Scanner Table settings[1].
Click the Recall Table button to load a Scanner Table settings
Running the application automatically loads the previous Scanner Table settings, with no need to open the Scanner Table</td></tr>
<tr><td colspan="2">After building the Scanner Table, click Run to start scanning</td></tr>
<tr><td colspan="2">Click Stop to end the scanning</td></tr>
<tr><td rowspan="3">Tools</td><td rowspan="3"> 
</td><td>
</td><td>You can set the color[2] for the audio and video links, and for the background
You can replace the default names for Input, Output and STO (for stored settings)</td></tr>
<tr><td colspan="2">Port: Refer to Figure 8</td></tr>
<tr><td colspan="2">Rescan: Scans again</td></tr>
</table>

1 Each Scanner Table's setting consists of a filename with the .scn extension

2 Choose crosspoint colors that differ from the background color, to ensure that you can see the settings

6.2 Alternative K-Router Interface Window Design

Figure 14 illustrates the alternative K-Router Interface window:

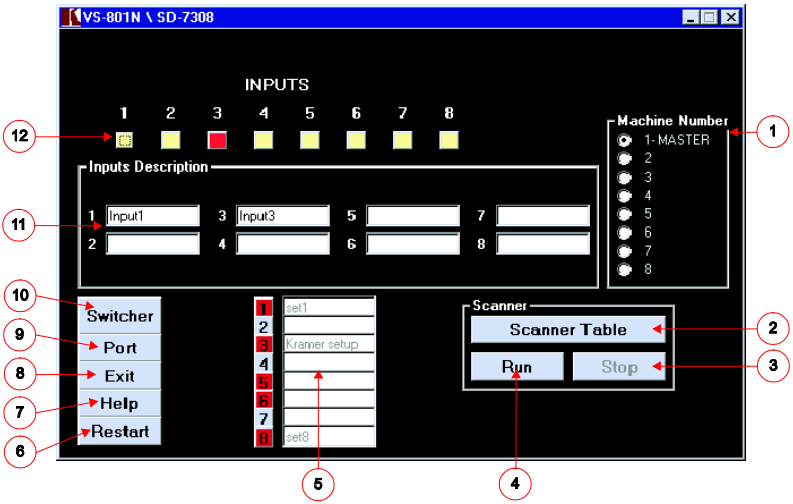


Figure 14: Alternative Labeled K-Router Interface Window

Table 4: Alternative K-Router Interface Window Features

#	Feature	Function
1	Machine Number	Set the Machine Number[1] that is identical to the hardware-based Machine Number on each unit (usually set via the dipswitches)[2]
2	Scanner Table	Click the *Scanner Table* button to set the *Sequence* number (the order in which the inputs are scanned) and *Dwell Time* (the number of seconds for which an input connects to the output) as section 6.1 describes
3	Stop	Click *Stop* to end the scanning
4	Run	After building the Scanner Table, click *Run* to start scanning
5	Store / Recall Setup	Clicking a store / recall setup number (which becomes red when allocated) enables you to save the current switcher configuration
6	Restart	Displays the connected switcher's configuration
7	Help	Includes communication protocol and current software version details
8	Exit	Closes the application
9	Port	Define the active serial port, as section 5.1 describes
10	Switcher	Select a different switcher
11	Inputs Description	Rename inputs, outputs and setups
12	INPUTS	Select the input to switch to the output. The input button becomes red after connecting a video input and yellow after connecting an audio input

1 To determine the position of a particular unit in the sequence

2 When using a single unit, set the unit to MACHINE # 1. The first unit is always the Master